

[18:00] <~ComChase> Next up is CMDRSafefta_Pardek and CaptMattElphaba
[18:00] <Reinard> Thank you all, it was a joy to be able to talk to you about one of my fav topics :)
[18:00] <Ensign_James|Starbase118> Bye!
[18:00] <LeoHP> Thank you!!
[18:00] <Wes> Thanks for hosting Reinard!
[18:00] <Co_Argent_IDF> Bye!
_03[18:00] * ComChase sets mode: +o CMDRSafefta_Pardek
[18:00] <DiegoHerrera> Cheers Greir :D
[18:00] <DiegoHerrera> I shall have to beam out now guys (midnight here) - enjoy the rest of the night!
_03[18:00] * ComChase sets mode: +o CaptMattElphaba
[18:00] <Vie> Was rather good
[18:00] <~ComChase> night DiegoHerrera :)
[18:00] <LeoHP> Toodle pip
[18:00] <~ComChase> ok everyone
[18:00] <DiegoHerrera> *waves*
[18:00] <Vie> See you next time
[18:00] <~ComChase> just a reminder here
[18:00] <Reinard> Yep. I need to go too (midnight) and up at 5am for work. Enjoy the rest of the evening
[18:00] <Alex_S> Yes I'd best be off too. Thanks for the awesomeness. *waves too* Bye!
[18:00] <~ComChase> I am Admiral Wakeland, and if you need anything at all you can type /msg ComChase help
[18:01] <~ComChase> night Reinard :)
[18:01] <SLAJakeSjet> Cya
[18:01] <LeoHP> Bye Reinard ;)
[18:01] <JohnBromin> _12Potato!
[18:01] <~ComChase> Now I give you a new captain/xo who are slated to discuss the pros and cons of being a new co. They will rely on questions, so this is a great time for old schoolers to find out what its like for the newbies, and to find ways to make it so the newbies have success
[18:01] <SLAJakeSjet> So what now? Free style Vulcan slam poetry?
[18:02] <~ComChase> hehe ya
[18:02] <~ComChase> All yours CaptMattElphaba
[18:02] <@CaptMattElphaba> Hello all I am Captain Matt Elphaba of the USS Washington and this is my XO
[18:02] <JohnBromin> _12Hi Captain Elphaba.
[18:02] <chas> Hello all
[18:03] <@CMDRSafefta_Pardek> Hello everyone, I'm Commander Safefta Pardek, and I'm his First Officer.
_03[18:03] * ComChase sets mode: +o chas
[18:03] <SLAJakeSjet> Welcome to the both of you

[18:03] <@CaptMattElphaba> Our sim started april 1st
[18:03] <~ComChase> Chas they may need a little help getting the conversation started if you can help em,
[18:04] <~ComChase> i am gonna take a pee break since your here now lol
[18:04] <@CaptMattElphaba> We have both worked together on other ships which made taking over a new ship easier for us
[18:04] <@chas> you may want to step away from the mic before you reveal that bit of info :-)
[18:05] <JohnBromin> _12Wait wait wait wait.
[18:05] <JohnBromin> _12Is this an april fools day joke?
[18:05] <@CaptMattElphaba> it was going to be but we decided to do it for real
[18:05] <JohnBromin> _12Veddy intresting.
[18:06] <@chas> Is this the first time you've hosted a sim?
[18:06] <CharlieStar> What I miss? What I miss?
[18:06] <@CaptMattElphaba> It's my first time being captain
[18:06] <@CMDRSafefta_Pardek> My first time being a first officer.
[18:07] <@CaptMattElphaba> I am also the XO on another ship
[18:07] <@chas> congrats to both of you
[18:07] <@chas> how are you finding it, having fun?
[18:07] <@CaptMattElphaba> thank you chas
[18:07] <@CaptMattElphaba> It took us some time to get crew
_01[18:07] <@FADMWheeler> Remember, the fat guy is in the room when you answer that Capt. :D
[18:08] <~ComChase> LOL
[18:08] <@chas> yes, always a good idea to keep track of the location of the boss at all times!
[18:08] <~ComChase> hey boss :)
[18:08] <@CaptMattElphaba> oh I spotted him from a mile away
[18:08] <@chas> ahh, good :-) you have all the qualifications needed to become an admiral one day
_01[18:08] <@FADMWheeler> But only because he's half a mile wide in his current shape of round... he says under his breath lol
[18:09] <@CaptMattElphaba> Safefta tell everyone what you thought when i said hey lets start a ship
_03[18:10] * SLAKris is now known as SLAKrisIAFK
_01[18:10] <@FADMWheeler> All joking aside though, it's a great question. How has becoming a command level officer changed the way you enjoy the game, or has it? Do you still have fun, is it the same, is it different? etc. etc.
[18:10] <@CMDRSafefta_Pardek> I thought that YOU were playing an april fools joke on me.
[18:10] <Wes> I don't know if I could go back. I tend to think on the CO and fleet level now.
[18:10] <@CaptMattElphaba> I like it cause i can make decisions about the ship without the captain saying hey you can't do that

[18:11] <@CaptMattElphaba> i mean after all i put in a beauty salon on my ship and a tattoo parlor

[18:11] <Sociopathhybrid> i missed something....

[18:11] <Sociopathhybrid> likea derp

[18:11] <Wes> Here's is some amazing advice for ship captains:
http://starmy.com/wiki/doku.php?id=guide:military_roleplaying#being_a_captain_and_making_it_all_work

[18:11] * TyralDFISTF blinks

[18:12] <SLAJakeSjet> "Fors tip for ship Captians: up is good, down is bad (Unless upside down)"

[18:12] <@CaptMattElphaba> we sat for 2 days and did all our stuff like picked an image for our ship

[18:12] <@CaptMattElphaba> type of ship

[18:12] <@CaptMattElphaba> deck listings

[18:12] <@CaptMattElphaba> what our sim is about

[18:12] <TyralDFISTF> have a good evening all...i may be back when I get home from work

[18:12] <@CaptMattElphaba> and the ships stats

[18:13] <CharlieStar> later Tyra

[18:14] <Wes> If you want to look at my guide to being a captain, here's the one I wrote: http://starmy.com/wiki/doku.php?id=starmy:starship_captain - this is for Star Army, but it mostly applies to Trek too.

[18:14] <Wes> I tried to put all the advice I could think of in there.

[18:14] <@chas> Read up on what Wes wrote, he's one of the best out there

[18:14] <@CaptMattElphaba> thank

[18:14] <Wes> That means a lot to me, Chas. Thank you!

[18:15] <@CaptMattElphaba> thank you i meant

[18:15] <@CaptMattElphaba> lol

[18:15] <@chas> But for sure, thats the beauty and burden of being the captain... you get to make the decisions, but you also have to make the decisions!

[18:15] <@CaptMattElphaba> thats why i chose a great 1st officer

[18:15] <@CaptMattElphaba> she helps alot with stuff

[18:15] <CharlieStar> that's one heck of a guide, Wes. ::reading through it::

[18:16] <CharlieStar> what if you don't have a great first officer?

[18:16] <@CMDRSafefta_Pardek> it's always a good thing to have a captain and XO who can get along well and can agree on descisions that need to be made, but in the end it's the captain's discion.

[18:16] <CharlieStar> (I do, by the way, I'm just asking hypothetically)

[18:16] <Wes> You make a crewmember into one or just take the role on in addition to your captain role. Or a combination of those.

[18:17] <@CaptMattElphaba> i specifically asked for safefta to be my first officer

[18:17] <@CaptMattElphaba> i knew she was ready for it

[18:17] <Wes> I did a lot of looking at military command guides and other

simming CO guides trying to research.

[18:17] <SLATavey> ((please excuse me, I have to leave for work, but am not logging out, so I can read the transcript later))

[18:17] <CharlieStar> where did you know her from before, Matt?

[18:17] <CharlieStar> see you later, Tavey

[18:18] <@CaptMattElphaba> From other ships on one she is my 2nd officer and i am the 1st officer

[18:18] <Wes> Here's some more resources:

[18:18] <Wes> startrek.acalltoduty.com/wiki/index.php/Command_03[18:18] * SLATavey is now known as SLATavey_AFK

[18:18] <Wes> <http://startrek.acalltoduty.com/wiki/index.php/Command>

[18:18] <@CaptMattElphaba> and we have simmed since last year

[18:18] <@CaptMattElphaba> together

[18:18] <CharlieStar> ah. so you guys had worked together extensively before

[18:18] <Wes>

http://www.military.com/NewContent/0,13190,NI_XO_0903,00.html

[18:18] <@CMDRSafetta_Pardek> Indeed.

[18:19] <@CaptMattElphaba> My first ship was the washington under a different command

[18:19] <@CaptMattElphaba> and we were both on it and liked it and wanted to save it why we chose to bring it back

[18:19] <Wes> http://en.wikibooks.org/wiki/Managing_Groups_and_Teams

[18:20] <JohnBromin> _12At least you've never been saddled with an alternate universe star trek. That stuff's murder on the brain.

[18:20] <@CaptMattElphaba> thats what the washington is

[18:20] <@CaptMattElphaba> in our sim romulus has been destroyed

[18:21] <JohnBromin> _12Sorry, I meant an alternate universe Enterprise.

[18:21] <@CaptMattElphaba> ahh

[18:21] <@CMDRSafetta_Pardek> As in a mirror universe-esque sort of thing?

[18:21] <@CaptMattElphaba> yeah lol

[18:22] <JohnBromin> _12Seriously, the one time I get a ship, and I wind up getting put in charge of an alternate universe Enterprise where most of the federation was wiped out by the borg.

[18:22] <@CaptMattElphaba> dang

[18:22] <@CaptMattElphaba> how we chose our timeline was we wanted it 15yrs after the ship we are on as the same characters

[18:23] <@CaptMattElphaba> and it happened to coordinate with the star trek movie of 08

[18:23] <@CMDRSafetta_Pardek> 09*

[18:23] <@CaptMattElphaba> see thats why i have her

[18:23] <@CaptMattElphaba> lol

[18:23] <@CaptMattElphaba> :D

[18:23] <@CaptMattElphaba> make a note not to mention all my npcs on the ship

[18:24] <@CaptMattElphaba> but we do have a great crew
[18:24] <@CaptMattElphaba> we worked hard recruiting
[18:24] <CaptBenjaminWolf> _15How long did it take you to find enough crew to start playing?
[18:24] <@CaptMattElphaba> we started playing right away
[18:25] <@CaptMattElphaba> cause our ship was in orbit around earth
[18:25] <@CaptMattElphaba> and as the crew got larger we greeted them
[18:25] <@CaptMattElphaba> as they got on-board the ship
[18:25] <@CaptMattElphaba> once we had enough we started a real mission
[18:25] <@CMDRSafefta_Pardek> That took a week or so.
[18:27] <@CaptMattElphaba> i say right away it was after we got the ship set up
[18:28] <Sada> It's interesting to hear the experience, but I'm too tired; it's 1:26am for me. Congratulations to both and have fun in your travels.
[18:28] <@CaptMattElphaba> good night sada
[18:28] <@CaptMattElphaba> have good dreams
[18:28] <~ComChase> you know
[18:28] <~ComChase> one thing that happened
[18:29] <~ComChase> was a commander in the fleet who has years of experience got upset that CaptMattElphaba was made Captain so soon, and I had to have a talk with her to calm her down over it, because CaptMattElphaba is so new to the fleet, she was butt hurt, which made no sense to me
[18:30] <~ComChase> i think thats part iof the experience of being a new CO that isnt really discussed much, having to deal with people after the promotion to out ranking them
[18:31] <@CMDRSafefta_Pardek> I believe said user is on our ship now, but I am not certain.
[18:31] <JohnBromin> _12Isn't being a CO pretty much just being a GM for almost any other game?
[18:31] <@CaptMattElphaba> yes the same thing
[18:31] <@CaptMattElphaba> lol
[18:31] <@CMDRSafefta_Pardek> I'd say so, yes.
[18:32] <CharlieStar> you spend 80% of your time dealing with the 20% problem players
[18:32] <CharlieStar> or is it 90-10?
[18:32] <@CaptMattElphaba> on another ship we had a problem player
[18:32] <@CaptMattElphaba> but we are not talking about that ship
[18:32] <@CaptMattElphaba> lol
[18:33] <@CaptMattElphaba> the washington did have a ghost the other day though
[18:34] <@CaptMattElphaba> lol
[18:35] <@CaptMattElphaba> safefta what is different about being an 1st officer rather than a 2nd officer
[18:35] <JohnBromin> So why exactly do so many groups require a multi-month process to play as a CO?

[18:36] <JohnBromin> If it's just GMing
[18:36] <ComChase> We dont so i cant speak for other groups
[18:36] <Co_Argent_IDF> Because they like to have some measure of control over the process.
[18:36] <ComChase> But in IndependenceFleet a Captain is trained on the job sorta
[18:37] <ComChase> And that training is basically how to do a monthly report etc
[18:37] <ComChase> its really easy
[18:37] <ComChase> CaptnRogers!
[18:37] <Co_Argent_IDF> A lot of GMs/COs are eager to start up (which requires some prep on the part of the admiralty)
[18:37] <CaptRogers> hi wont be around much
[18:37] <Co_Argent_IDF> but they soon find themselves not up to the task and they flake.
[18:37] <@CaptMattElphaba> ahhhhh
[18:37] <CaptRogers> just sort of here in the background
[18:37] <@CaptMattElphaba> hides from captnrogers
[18:38] <Co_Argent_IDF> which is frustrating for everyone invovled.
[18:38] <@CMDRSafetta_Pardek> Precisely.
[18:38] <Co_Argent_IDF> and so, some fleets tend to place the would-be CO on a sort of timed probation and call it "training" - which is perfectly reasonable
[18:39] <CharlieStar> a lot of people think that they'll enjoy/be good at being a CO just because they are good at and enjoy role playing. but it's really a different skill set to succeed as a CO/host
[18:39] <Co_Argent_IDF> btw as your TFCO, I have to say that you're both doing a great job.
[18:40] <@CMDRSafetta_Pardek> Oh, and CaptMattElphaba, the difference between a XO and a second officer is simply that A first officer, AKA the Executive officer, is hight then a 2XO and therefore has more responsibility and more authority.
[18:40] <Co_Argent_IDF> Exactly, Charles
[18:40] <CharlieStar> you have to be able to put a lot of your own stuff on the back burner and work to make the game fun for others, moreso than yourself
[18:40] <CharlieStar> I think a lot of it is about how to get others involved
[18:40] <CharlieStar> kinda lika being a point guard
[18:40] <@CMDRSafetta_Pardek> That can be frustrating for some people.
[18:41] <CaptRogers> add explosions thats a good motivator
[18:41] <CharlieStar> so that's what always happened on the Liberty
[18:41] <@CaptMattElphaba> or turn the captain into a changeling
[18:41] <Wes> !
[18:41] <Co_Argent_IDF> 2nd officer is technically a 1st officer in training, and should be able to step up to that role should the XO become unavailable.
[18:41] <CharlieStar> Rogers would be great for this discussion... he had only been role playing for ONE MONTH when he took over as CO of the Liberty

[18:41] <Co_Argent_IDF> just as an XO is a CO in training

[18:41] <Wes>

http://starmy.com/wiki/doku.php?id=starmy:first_officer#first_officer_s_guidet
he_superior_xo

[18:42] <CharlieStar> Wes, I don't think I've ever seen such an extensive and high quality guide as you guys have. wow! seriously

[18:42] <CaptRogers> in my experience xo second officer and co are all a team and the rank is more an in game thing than anything else

[18:43] <Wes> Thanks CharlieStar!

[18:43] <@CaptMattElphaba> I have someone else that i ask for advice when i need it actually i have 2 lol

[18:44] <Co_Argent_IDF> As far as translation to other games in concerned, a CO is basically a GM with a favored recurring NPC

[18:44] <@CMDRSafetta_Pardek> I agree with you on that point, CaptnRogers, but there are some decisions that a captain should be primarily responsible for.

[18:44] <Wes> In a nutshell, as 1st Officer you want to have the captain's back and support him/her and run things so they can command.

_03[18:45] * ComChase sets mode: +o FADMWheeler

[18:46] <CaptRogers> well yes but i always like giving the command staff i have been training and running the ship with some control and say in most decisions and bounce ideas off of

[18:46] <Wes> In Star Army, the captain is usually the storyteller/GM and the XO is one in training - IC and OOC leadership go hand in hand.

[18:47] <CaptRogers> in the end i might make a major decision but for the most part I like the idea of having my team work together and help in most things

[18:47] <CaptRogers> more fun that way

[18:47] <Wes> However we're also trying out some plots where the GM is not part of the crew, to make the stories more flexible

[18:48] <Wes> D&D style, I guess you could say.

[18:48] <CaptRogers> i also hate to see myself as the absolute leader but more as a director telling people where they should go but in the end not stopping them from taking some different path. adds more adventure that way

[18:48] <~ComChase> FADMWheeler you here?

[18:48] <Wes> As a CO I try not to micromanage. I want the officers and NCOs to come up with the plans and make things happen, not my captain doing everything

[18:49] <CaptRogers> then again i have been a lazy co before and current so allot of the time my team keeps things going even when i am distracted and such

[18:49] <@CaptMattElphaba> look captnr Rogers a kitty with a shiny ball go get it

[18:50] <~ComChase> ok Good, the boss is gone. So I am the Fleet XO, and i think the XO does have to work harder than the boss, but i like that. Thats how it should be, a Captain (or in my case Fleet Admiral) has done their time doing the grunt work, they have earned a small amount of leave when it comes to the daily work load.

[18:50] <~ComChase> I prefer my fleet admiral to work less than me, cause he gets cranky when you over work him, and there is nothing worse than a cranky boss

[18:51] <CaptnRogers> lol

[18:52] <CaptnRogers> yeah AJ needs his 12 hours of sleep every day or he is a real nightmare

[18:52] <@CaptMattElphaba> same with Captnrogers

[18:52] <@CaptMattElphaba> i mean

[18:52] <@CaptMattElphaba> :D

[18:52] <CaptnRogers> pretty much

[18:52] <CharlieStar> lol

[18:53] <@CaptMattElphaba> Cmdrsafefta_pardek where'd you go

[18:53] <~ComChase> 7 minutes

[18:53] <@CMDRSafefta_Pardek> _6But captain isn't just a figurehead, obviously.

[18:53] <SabrinaPandora> The legend of the Hibernating Admiral?

[18:53] <@CMDRSafefta_Pardek> _6I'm still here, CaptMattElphaba.

[18:53] <@CaptMattElphaba> yay

[18:53] <CaptnRogers> i play captain as a figure head obviously

[18:54] <SabrinaPandora> _0testing...

[18:54] <@CaptMattElphaba> wanna do a jp after this cmdrsafefta_pardek

[18:54] <CaptnRogers> hehehe

[18:54] <@CMDRSafefta_Pardek> _6Until we replace you with a changelling.

[18:54] <@CaptMattElphaba> ahhh Sabrinapandora

[18:54] <@CMDRSafefta_Pardek> _6:P

[18:54] <CaptnRogers> true enough

[18:55] <CaptnRogers> is someone keeping a log of all events

[18:55] <@CMDRSafefta_Pardek> _6Sure, CaptMattElphaba. For right now however we have five-ish minutes.

[18:55] <CaptnRogers> i would like a copy if possible

[18:55] <Co_Argent_IDF> Chase is

[18:55] <@CaptMattElphaba> yepers then we hand it over to Sharon washington our ships hairstylist on hairstyles of star trek hour

[18:55] <CaptnRogers> i wont be around for most of this which sucks but thats life

[18:56] <CaptnRogers> also sorry for interrupting whoever was running this talk

[18:56] <CaptnRogers> lol didnt think of that till just now

[18:56] <~ComChase> wb FADMPolarBear|STF :)

[18:56] <@CMDRSafefta_Pardek> _13Life does get in the way, sometimes.

[18:56] <FADMPolarBear|STF> Thank you :)

[18:57] <SabrinaPandora> _0Pfft.

[18:57] <Co_Argent_IDF> I look forward to reading the transcript. For now, have to go.